

Dungeons & Dragons®

Official Game Adventure

Quest for the Silver Sword

by William W. Connors



Room 2: Sitting Room Page 6

This area was once a comfortable and well-appointed sitting room where visitors to the keep could exchange light conversation with the master of the house. Two chairs and a small couch are here, each upholstered in a tasteful auburn fabric. A small wooden table, perhaps once used for refreshments, is also present. Time has been kind to this room, for much of the furniture here seems to be in fair condition. There is, however, a sharp, bitter odor in the air—an odor that reminds you of a smoldering fire or a recently blown-out match.

One object in this room stands out from the rest: on the table is an old, yellowed skull. The top of the skull is gone and a stubby candle now sits within—just as if the skull was a jack-o'-lantern.

Room 13: Barrik's Chambers Page 12

The floor of this room is littered with bones. Most of them are clearly those of small animals, but a few bones appear to be those of humans or demihumans. As you look about, a number of rats scurry for shelter.

A large bed, broken and uncomfortable-looking, rises from the litter. The bed is covered with oily, tattered blankets that look unsuitable for use even as rags. A battered desk and a decrepit chair grace the room.

Room 14: Storage Page 12

This room is stacked with large boxes and crates. Many of the lower ones have broken from the weight of those on top, resulting in a jumbled pile of collapsed containers and fragments of wood. The rotting wood gives off a stale odor of mildew and decay. Most of the broken boxes seem to have been empty when they collapsed or perhaps have had their contents removed over the years.

Room 15: Laboratory Page 12

This chamber was once used as a laboratory for research into strange and mysterious matters. Two large work benches are covered with the shattered remnants of beakers, burners, and other scientific apparatus. Most of the pieces are solidly frozen to the tables' surface, and icicles dangle from the equipment and along the edge of the counters. A shimmering layer of smooth ice covers the floor—making footing slippery at best.

A large throne rests atop a pedestal in one corner of the room. Both throne and pedestal have been carved from a single block of ice and radiate an aura of cold that affects everything in the room. Set within the pedestal of ice is the slender shape of a silver sword.

A lanky humanoid figure with the fur and face of a rat reclines on the throne. He holds a crude scepter fashioned from several bones; a crown of similar manufacture sits on his head. When his beady black eyes look upon you, a feeling of revulsion wells up within you.

Room 12: Ballroom Page 11

This room, once an elegant ballroom, is now filled with garbage and debris. Two exquisite chandeliers still hang from the ceiling, but they are the only trace of dignity left. The air is thick with the foul odor of rotting food. Despite the chill air, insects buzz to and fro—bloated from their feast of filth. The floor is slick with slime and rats scurry amid the piles of refuse.

Room 9: Antechamber Page 10

This room is empty and cold. A long, narrow crack in one wall allows the frigid wind to break into the keep here. The floor, walls, and ceiling are lined with frost, and every breath you exhale curls away from your face in a rolling cloud of fog.

Room 11: Wine Cellar Page 11

The first thing you notice in this room is the ornate wooden rack secured to one wall. An assortment of cracked wine bottles litters its many compartments, and the floor is covered with shards of broken glass. As you look around, a dozen or so rats vanish into the cracks in the walls with squeals of protest at your intrusion.

Room 10: Larder Page 10

This area is dominated by a large storage rack that runs the entire length of the room. Smoked meats and preserved foods are stacked haphazardly on the shelves, many showing signs of mold and rot. Although the cold seems to have kept flies and the like from infesting the area, small beetles and centipedes crawl on the foodstuff.

A pair of stout barrels stand against the wall opposite the shelf. They are unmarked, but one of them seems to be slowly leaking a clear liquid onto the floor. A cabinet filled with an assortment of worthless, dented pots and pans leans against the wall, looking as if it might collapse at any moment.

Room 8: Tomb Page 9

This dark chamber is clearly a tomb. The stone walls are covered with frost, and the air is even colder than it was outside. Four broken pine coffins rest atop stone slabs along one wall of the room. As you look around, a sudden gust of frigid air claws through your clothes. Your eyes make out more of the room, but then the hairs on the back of your neck stand on end: dark shapes are rising from the caskets.

Room 7: Kitchen Page 9

This area is an old kitchen. The walls and ceiling are coated with soot and the floor scattered with ash, looking almost like black snow. Two large tables, obviously used for food preparation since their surfaces are cut, stained, and marked from years of use, occupy the room. A large iron stove in this room is host to a small fire. While it does little to drive off the cold that pervades this place, it does make the room less bitter.

Standing at one of the tables is a pair of horrid creatures. Each is as tall as a man but is covered in coarse white fur. As you enter they turn away from the animal they are butchering and let out a hiss of alarm. With horror, you realize they have the faces of foul rats! Raising their meat cleavers high, they charge at you.

Room 3: Study Page 6

This room is a small study. A large oak desk stands in one corner next to a solid but comfortable-looking chair. Bookshelves run along one wall, holding books of all shapes and sizes. A vermillion rug lies across the center of the floor; dark stains have ruined it, however. An old, tarnished suit of plate armor stands in the corner, and bits of broken weapons and armor are scattered about. A fine layer of dust covers everything; strange, twisted footprints crisscross the soot and mark the recent passage of numerous unhuman creatures through the area.

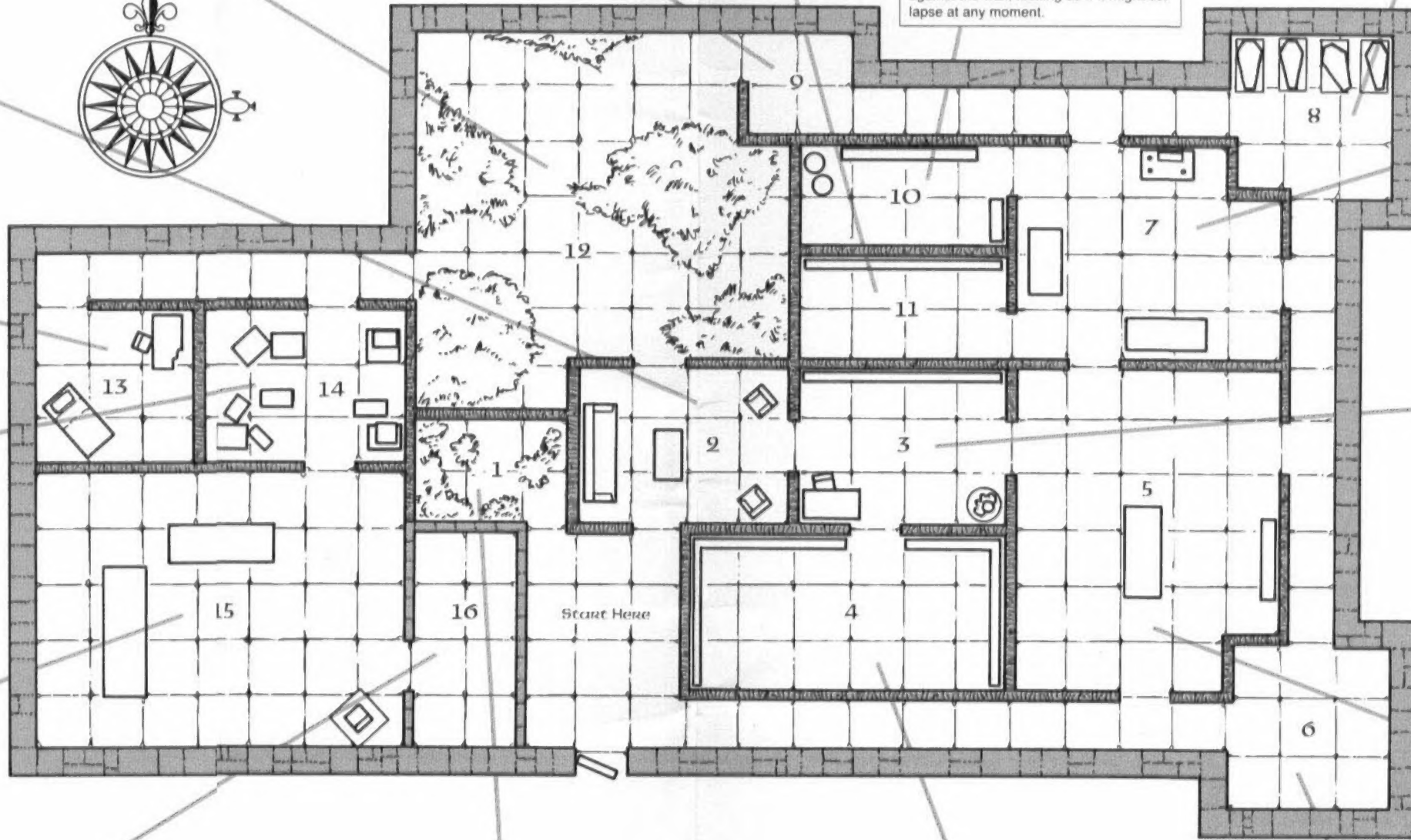
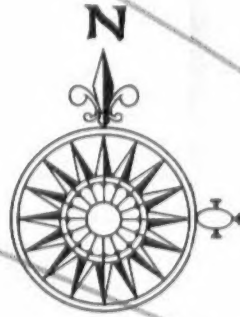
On the desk is a large, opened book. The pages are yellow with age and covered with dust. A crimson bookmark lies across the top page, indicating the book has been opened to a passage of some importance.

Room 5: Dining Room Page 8

The center of this room is dominated by a large oak table. A thin crack in the ceiling allows the chilling winds outside to swirl into this room, keeping it cold and drafty. Every so often, oily flakes of dirty snow find their way in, drifting down to settle on the table and floor.

Two places are set at the table, one at each end. The dishes are ancient and cracked, but were once of the highest value. The goblets and cutlery are tarnished, but they are fashioned of fine silver and are, no doubt, quite valuable.

Along one wall, a glass-doored cabinet displays a variety of china, glasses, and the like. All the pieces were once beautiful, but they are now worthless because the items are laced with tiny fractures and peppered with chips and nicks.



Room 16: Cell Page 13

This cell is strewn with the bones of animals and men. Four stout metal rings are set into the stone walls, with a sturdy chain looped through each ring. The chains end in manacles fastened around the legs of four elves. The elves were frozen after having been chained up, for each is encased in a sheath of ice some 2 inches thick. Sadly, they appear dead. Based on the fact that the elves are wearing armor and carrying traveling gear much like your own, it seems logical to assume that these are the first adventurers sent to the keep by the burgomaster.

Room 1: Cloak Room Page 5

Long ago, wooden racks held coats, cloaks, and other garments in this room. Most of the racks have since collapsed, dumping the clothing onto the floor. A thick layer of dust, probably from decayed cloth, covers the stone floor. A pile of moldy leather, rotting wood, and bits of rusty metal lies in each of the room's four corners. A scratching noise can be heard in this room, but it is impossible to pinpoint its location.

Room 4: Library Page 7

You have entered a decaying, ruined library. The walls are lined with bookshelves that are, in turn, filled with books. These volumes come in every shape and size, from crudely bound bundles of letters to ornate and impressive covers crafted of the finest leather. Without exception, however, the books have fallen victim to the ravages of time. Many are half-crumbled into dust, others are covered by a fine layer of moss or mold, and some even appear to have been victims of wanton vandalism.

Room 6: Tower Page 8

This is the base of a square stone tower. The upper floors have been torn out as if blown away by some great wind, and the area is open to the cold sky above. The floor is littered with rocks of various sizes—debris from the destruction. Strings of ice that look as though they were jets of water frozen in midair by the sinister winds of this unnatural winter form a sparkling latticework above. As the brisk wind slips across these glistening strands, they seem to hum like the strings of a harp.

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by William W. Connors



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Introduction

This adventure is designed for four to six characters of 2nd or 3rd level. If there are more than six players or if the characters are of higher levels, the Dungeon Master (DM) should make some of the encounters more difficult. He or she can do this by increasing the number of monsters encountered; by increasing a monster's hit dice, hit points, and/or the amount of damage inflicted by its attack; or by lowering a monster's armor class, which will make the monster harder to hit.

Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follow the boxed text; the DM should read this material silently before revealing it to the players.

What's Needed to Play?

Quest for the Silver Sword is the second in a series of adventures for the new DUNGEONS & DRAGONS® Game. It is a self-contained product—it does not require the DM to purchase the first module in the series, and it does not leave any loose ends dangling to be tied up by the third module.

The only things needed to play this module are the D&D® Game, a few friends, some paper and pencils, and a thirst for adventure!

Adventure Overview

In this module, a group of beginning adventurers sets out to help the small town of Torlynn. This village has mysteriously fallen under a dreadful curse—a curse that has locked the area in a terrifying state of perpetual winter. The burgomaster of Torlynn has discovered that the creature responsible is hiding in the ruins near Torlynn, but he has been unable to do anything about it. Everyone he has sent to investigate has thus far failed to return.

When the player characters (PCs) explore the ruins at the heart of this never-ending winter, they will uncover a wererat named Keshute and his gang of foul minions. These sinister creatures are attempting to drive the good people of Torlynn out of the valley.

If the PCs succeed in ridding the ruins of the wererat, they will return to Torlynn as heroes. If they fail, however, they will be just another group of adventurers who vanished.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating the monster); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character who has a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the character.

Wandering Monsters

From time to time, the DM may wish to introduce a wandering monster into the game. There is no strict rule in this adventure about when such encounters should occur. Generally, consider using them when the game is slowing down or if the players' party is too strong for the adventure. Wandering monster encounters can also force the players to move on if they are spending too much time in an area that isn't important to the adventure as a whole.

Use the following table for generating random wandering monster encounters.

Roll 1d8	Monster	No. Appearing
1-3	Ratlings	1d4
4-5	Giant rats	1d4
6	Giant bats	1d3
7	Giant centipedes	1d6
8	Stirges	2d3

Statistics for ratlings are found on the last page of this module. The other monsters are described in the *Rule Book* found in the D&D Game.

Begin the adventure with the characters staying at the Dragon's Den Inn. The PCs can be recuperating after completing a previous quest or they can be simply visiting the area.

When the players are ready to begin, read aloud the following.

A

You have spent the day relaxing in your rooms at the Dragon's Den, a comfortable inn nestled in a grove of trees beside a rolling stream. The gurgling of the water, the sweet summer air, and the fine food served by the inn's owner has made a nice change of pace.

It is now dusk. A small fire wards off the chill of the night air outside, and the last dishes from the evening meal are being cleared from your table. As you and your comrades settle in for a night of quiet conversation with the other guests at the inn, you hear a commotion at the front door.

A young man is led into the room by the innkeeper, who points out your party. The stranger shakes the hosteler's hand and smiles broadly. With a timid wave of his hand he walks over to your table.

"My name is Erik," he says. "I had heard your party might be here, but I wasn't sure I would catch you before your journeys took you elsewhere! I have been charged by the Burgomaster of Torlynn to persuade you to return with me to our village."

The young man fumbles around in his pouch and pulls out a bone scroll tube. He opens it, breaking the wax seal, and pulls out a rolled sheet of paper. As he hands the roll to you (the person he presumes is the leader), you cannot help but notice the fine texture of the paper. When you untie the silk ribbon wrapping the letter, you find a plea for help.

You read aloud the following to your comrades:

"I, Gustovan, burgomaster of Torlynn, am in need of help. My village has fallen under a dark and evil curse, the likes of which I have been unable to fathom. Other adventurers have been hired to combat this evil, but all have failed. I do not think I am wrong in saying that your party is my last hope.

"If you consent to aid my village, you will be rewarded. We are not rich, for the curse has robbed us of our prosperity, but all that we have we will gladly give to you. Signed, Gustovan of Torlynn."

When you finish the letter, you see Erik looking imploringly at you. In a voice filled with entreaty, he asks, "Will you help us?"

The characters are free to take a few minutes to talk over the offer among themselves. If they prefer privacy, they can adjourn to one of their rooms. Erik will wait as long as need be for their reply. He will always have an expectant look on his face; he is sure these young heroes will agree to help his village and will be deeply disappointed if they do not.

If the players agree to help Erik and the people of Torlynn, proceed with the next section of this adventure.

If the players turn down Erik's plea, he will begin to sob and explain that their refusal spells the end of Torlynn. Everything he has ever known will be lost! If his pleas are enough to move the party to reconsider, then the adventure can continue. But if the PCs continue to turn a deaf ear to Erik's sorrows, he will eventually leave. The adventure is now at an end.

The DM should have a short talk with the players about what it means to be a hero. As adventurers of renown, these characters have a reputation to uphold and a duty to people like Erik.



The Village of Torlynn

Once the adventurers have agreed to help Erik, read aloud the text below to the players when they decide to leave the Dragon's Den.

Erik leads you out the inn to a handsome carriage. It is simple in design but seems well constructed and looks comfortable enough. He apologizes for not being able to transport you in a more elegant manner—a manner that a group of heroes such as yourselves must be accustomed to—but this was the best his village could muster.

The young man proves an able teamster on the way to Torlynn. The road is good, the horses fast, and the countryside pleasant. Although the trip takes three days, Erik stops regularly. At every such stop and especially at night, he begs you to tell him stories about your adventures. He listens eagerly to every word you say, and it is clear he is impressed by you and your comrades.

On the third day, as you draw near to Torlynn, you cannot help but notice that something is amiss. The air seems unusually brisk, although the sun is high and bright. Before long, you notice that the leaves on the trees have begun to change colors—just as if it were autumn. Erik seems to take no notice of this, though he pulls a warm shawl around himself in an effort to ward off the cold.

When you enter the village of Torlynn, you find it is a small town beside a narrow river in a wooded valley. The river is frozen over, however, and the trees are bare. The houses and shops have fallen into disrepair, and many have been boarded up and abandoned. Only a few people are visible, but they all look tired and careworn—as if they have been working under a great strain.

As the wagon rolls to a stop in front of the largest of Torlynn's run-down houses, a dirty snow silently begins to fall.

Erik leads the characters into the house, which belongs to the burgomaster himself. The young man guides the adventurers to a parlor where pots of hot coffee and tea await them. After the cold outside, the drinks are warm and refreshing.

Erik tells the heroes that they will be staying here, for the inn closed several months ago. If the player characters ask Erik about the strange weather, he says only that the burgomaster will answer their questions and then excuses

himself to see to their bags and rooms.

Shortly after Erik leaves, a heavyset man with dark hair, a thick moustache, and a silver-framed monocle waddles into the room. His expression is one of concern and agitation.

“My friends, I am Burgomaster Gustovan. I am glad you have come. I see from the looks on your faces that you have already noticed the terrible affliction upon our village—the curse of eternal winter. Today is traditionally the warmest day of the year, yet an inch of snow has fallen since you arrived.

“I believe I know the source of this foul magic. Some miles outside Torlynn lies a ruined keep. It is said that this place was once home to a mad wizard. Three springs ago, a pair of trappers reported seeing a light in the keep one night. Thinking the local children might be playing in the dangerous ruin, they went to investigate. To their horror, they found the place inhabited by foul, ratlike creatures—the likes of which they had never seen. They raced to town to tell me their story.

“I immediately contacted a team of adventurers much like yourselves and asked them to explore the keep. I have not seen or heard from them since. That first summer, shortly after the party disappeared, winter set in. I am convinced that whatever dwells in the ruin is the cause of this awful curse.

“Good people, we of Torlynn have been in the throes of winter for two years now—and there seems no end in sight. We cannot raise crops or forage for food in the forests surrounding us, and our supplies are very nearly exhausted. Every day that passes sees more and more of my people leave for happier lands. Soon, there will be no one left in Torlynn.

“Will you help us? Will you travel to the keep and break this evil spell? I can offer you little in reward for your services, but there are stories about the mad wizard hiding treasure in the keep. If this is true, the treasure is yours if you can but remove the curse from our town.”

The players should jump at the chance to help the village. If they refuse, there is nothing that Gustovan can do short of begging. As with Erik at the inn, however, the DM should remind reluctant players what it means to be a hero. If the PCs agree to help, go on to the next section of this adventure. If they do not agree, the adventure is over.

At this point in the adventure, it's time for the PCs to begin exploring the dungeon itself. Set the mood and scene by reading the following.

The hike from Torlynn to the ruined keep is not difficult. Although strangely dirty snow falls during the entire trip, there are plenty of game trails and hunters' paths to follow. In two hours you are standing outside a darkly ominous stone ruin.

The keep is built of large stone blocks; it has a few slender arrow slits in the walls, no windows, and only one door. The stone, which is beginning to crumble, is old but still sturdy. The door hangs from its hinges and stands open, as if inviting you to enter the darkness within. A shiver sweeps through your bones, but you don't know whether this is because of the chilling cold of the eternal winter or the evil lingering in this place.

Putting aside your misgivings, you step through the doorway and into the unknown.

The DM should place the poster map on the table in a position for all the players to see and reach; this map is used for the remainder of the adventure. Take the figures representing the adventuring party and place them, one to a square, in the area marked "Start Here" on the map. The following text describes what the characters see as they enter this area.

You step through the battered door of the keep and look around. This room, once a richly decorated entrance hall, has been ruined by the passage of time. Damaged paintings hang from the walls, bits of furniture lie on the floor, and cobwebs cling to every corner. You choke on the odor of mildew and rotting wood. A brisk wind blows outside, lending a shrill, but faint, whistle to the air.

There is nothing of interest or importance to the characters in this room. It is simply a starting point for the adventure.

Because the adventurers aren't likely to go to each room in sequential order, the descriptions of the rooms for the players are also printed on the inside cover of this module as an aid to the DM. After he or she reads the description there and while the players talk over what to do, the DM can flip to the page indicated for that room and read the DM's description. By the time players have



decided on a course of action, the DM will be prepared for anything that might happen in the room.

Room 1: Cloak Room

Long ago, wooden racks held coats, cloaks, and other garments in this room. Most of the racks have since collapsed, dumping the clothing onto the floor. A thick layer of dust, probably from decayed cloth, covers the stone floor. A pile of moldy leather, rotting wood, and bits of rusty metal lies in each of the room's four corners. A scratching noise can be heard in this room, but it is impossible to pinpoint its location.

Anyone who investigates the piles in the corners will find that each is the home of a giant rat. If a character disturbs a mound in any way, the rat lurking inside will be angered and attack. If members of the party examine more than one pile at a time, the rat in each pile will attack.

Giant rats (4): AC 7; HD 1½; hp 2 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d3; Save as Normal Man; ML 8; AL N; XP 5; Treasure (see below).

If the party has fought one combat round against one or more rats, another rat will emerge and attack (if any are left). Each round, a new rat will emerge from its pile until all four have joined the fight. DMs should note that these rats do not carry the disease mentioned in the *DUNGEONS & DRAGONS® Rule Book*, so there is no need to check for infection if a character is wounded by the rats.

Searching through the debris after the rats have been killed reveals ¹⁰⁰₂₅ gold pieces. A pair of rusty and worthless, but still usable, daggers can also be found. Characters may wish to take them as additional weapons.

Room 2: Sitting Room

This area was once a comfortable and well-appointed sitting room where visitors to the keep could exchange light conversation with the master of the house. Two chairs and a small couch are here, each upholstered in a tasteful auburn fabric. A small wooden table, perhaps once used for refreshments, is also present. Time has been kind to this room, for much of the furniture here seems to be in fair condition. There is, however, a sharp, bitter odor in the air—an odor that reminds you of a smoldering fire or a recently blown-out match.

One object in this room stands out from the rest: on the table is an old, yellowed skull. The top of the skull is gone and a stubby candle now sits within—just as if the skull was a jack-o'-lantern.

This is the skull of the mad wizard who lived in the keep long ago. When he grew ill and knew he would soon die, he instructed his apprentice to cast a gruesome spell over his corpse so that his spirit might remain to watch over the house. When all was said and done, the wizard's body was destroyed, leaving only this skull behind. However, the wizard's life essence remained intact, and the skull became a container for that spirit. Over the decades, the spirit lost interest in the material world and began to wander. Now, it no longer cares about the keep.

If the skull is damaged or destroyed, the spirit of the wizard is released. An action as simple as removing the candle from the skull will do the same. The skull explodes in a burst of flame that inflicts 2d4 points of damage to every character in the room (1d4 if a save vs. breath weapon is made).

If anyone in the party lights the candle in the skull, the spirit of the wizard is attracted. Note that once the wick is lit, the skull cannot be destroyed or harmed and

the flame cannot be extinguished. Every other light source in the room—be it magical or otherwise—will be snuffed out.

Slowly, terrifyingly, the ghostly image of the wizard appears to the characters. It identifies itself as Barrik, the mage who built this keep long ago, and says, "You have entered the house of Barrik, master of the unknown and tamer of shadows. I sense an *evil* presence in my home."

With that, a burst of flame spews from the eye sockets of the skull and engulfs one of the magic-users or elves in the party. (Choose or randomly roll to determine who is hit; if there are no magic-users or elves, the flame merely swirls about the room and dies.)

The character hit by the flame screams in pain and falls to the ground, lying still and looking dead. The light fades from the skull and all grows dark. The characters can now make light, either magically or with traditional tools. Note that magical spells, such as *light*, will not simply "come back on"—they will have to be recast to be effective.

When the characters examine their fallen companion, they will find that he or she is alive and seems unhurt. Any wounds that this character had are healed (that is, he or she is returned to full hit point total).

In addition, if the character's Intelligence score is less than 18 it is raised by one point. If the Intelligence score is already 18, the character's head is filled with the whispering voice of Barrik, imparting his most secret magical knowledge. This newly acquired information is reflected in an award of 1,000 experience points to the character.

Shortly after the spirit's attack ends, the skull breaks up and is destroyed. Treat this just as if the characters had damaged the skull (see above).

Room 3: Study

This room is a small study. A large oak desk stands in one corner next to a solid but comfortable-looking chair. Bookshelves run along one wall, holding books of all shapes and sizes. A vermilion rug lies across the center of the floor; dark stains have ruined it, however. An old, tarnished suit of plate armor stands in the corner, and bits of broken weapons and armor are scattered about. A fine layer of dust covers everything—but strange, twisted footprints crisscross the soot and mark the recent passage of numerous unhuman creatures through the area.

On the desk is a large, opened book. The pages are yellow with age and covered with dust. A crimson bookmark lies across the top page, indicating the book has been opened to a passage of some importance.

The stains on the rug are blood. They mark the demise of ratlike creatures that died at the hand of the room's guardian. The broken pieces of armor and weapons are totally worthless. The book on the desk is Barrik's spell book. It is surrounded by a magical aura that protects it from all nonlawful characters.

If any of the characters are of neutral or chaotic alignments, they will trigger the magical wards when they enter the room. The suit of armor in the corner will rattle loudly and begin to move. This is an *armor golem*, a creature designed by the old wizard Barrik to protect his study. Although it is somewhat slow and cumbersome, it is very strong and carries a dangerous axe; the golem can be deadly in combat. Like other golems, this creature cannot be affected by *sleep*, *charm*, or *hold* spells and is immune to all manner of toxins and gases. Unlike other golems, however, it *can* be harmed by nonmagical weapons.

Armor golem (1): AC 2; HD 4 + 1; hp 21; MV 60' (20'); #AT 1; THAC0 16; Dmg 1d6; Save as Fighter: 4; ML 12; AL N; XP 125; Treasure nil.

If the party can defeat the armor golem, it will crumble (with a loud crash) into a pile of useless metal. A *detect magic* spell will reveal that the metal is still enchanted. If the characters think to bring the wreckage out of the dungeon, they will find that it can be repaired, cleaned, and made usable again for 500 gold pieces. If this is done, the armor becomes a suit of *plate mail* +1 that will fit any human character. The axe is not magical and is too tarnished to be worth anything, but it can still be used in combat, inflicting 1d6 points of damage with each successful hit.

If the party contains only characters of lawful alignment, the ward spell is not triggered. Instead, the room remains as described while the characters look around. So long as the party does not tamper with the armor suit (by taking it apart, attempting to tie it up, or the like), it will not attack. However, if the party does something that might prevent the armor golem from protecting the room, it will attack (as described above). In addition, if anyone attempts to damage the spell book, the armor golem will attack.

Examining the spell book is possible if the golem has been destroyed or if the characters are all lawful and do not attempt to damage the book. If the book is examined, magic-using characters (elves or magic-users) will find that it contains several 1st-level spells: *charm person*, *detect magic*, *magic missile*, and *sleep*. If the book is taken, it can be used like a magical scroll (with each spell being cast once

and then fading away as its power is expended). If the book is not used in this manner, characters can copy the spells into their spell books as described in the DUNGEONS & DRAGONS® Rule Book.

Searching the bookshelves uncovers nothing. These are mundane tomes, not magical in any way. The books are also very old and not worth much due to their dilapidated condition.

Searching the desk reveals nothing of importance. The drawers contain a variety of scribes' tools (a jar of dried-out ink, an old and worthless quill pen, a bit of sealing wax, and so on) and are full of old papers that crumble into dust if handled. One or two mice and a number of beetles and grubs are also scurrying around.

Searching under the rug exposes a small door set into the floor. The door is locked but not trapped because Barrik figured his armor golem was more than adequate protection for his treasures. Beneath the door is a small compartment containing three *potions of healing*, a bag of 4,000 silver coins, and a nonmagical platinum necklace worth 250 gold pieces.

Room 4: Library

You have entered a decaying, ruined library. The walls are lined with bookshelves that are, in turn, filled with books. These volumes come in every shape and size, from crudely bound bundles of letters to ornate and impressive covers crafted of the finest leather. Without exception, however, the books have fallen victim to the ravages of time. Many are half-crumbled into dust, others are covered by a fine layer of moss or mold, and some even appear to have been victims of wanton vandalism.

If the players search this room, they will find that the volumes are just as worthless as they seem: every book is ruined. Characters who search for secret panels on the bookcase opposite the door to the library will, if they make their roll, discover that one of the books is actually a strongbox in the shape of a book.

Opening the booksafe requires a thief, for the box is locked. Breaking it open is possible, but the damage will destroy the contents as well as the box. Any thief who manages to make an *open locks* roll will be able to open the lid without much difficulty.

Inside the booksafe is a key fashioned from fine blue crystal. If the box was smashed open, this key is now a collection of azure shards of no value. The key is not magical, but it is valuable because it is the only means to open

the strongbox secreted in Barrik's chambers (Room 13).

If the player characters take the key, they must decide whether to keep it in the booksafe. If they do, then it is well protected and will not be harmed by anything that happens to the one carrying it (within reason, of course). If they do not keep the key in the box (for instance, if they put it in a pouch), then there is a 25% chance that the key will break whenever the character carrying it is injured. The DM should make a roll to determine if the key breaks whenever this character suffers damage.

In a marketplace, the key could fetch ~~100~~ 180 gold pieces.

Room 5: Dining Room

The center of this room is dominated by a large oak table. A thin crack in the ceiling allows the chilling winds outside to swirl into this room, keeping it cold and drafty. Every so often, oily flakes of dirty snow find their way in, drifting down to settle on the table and floor.

Two places are set at the table, one at each end. The dishes are ancient and cracked, but were once of the highest quality. The goblets and cutlery are tarnished, but they are fashioned of fine silver and are, no doubt, quite valuable.

Along one wall, a glass-doored cabinet displays a variety of china, glassware, and the like. All the pieces were once beautiful, but they are now worthless because the items are laced with tiny fractures and peppered with chips and nicks.

This dining room is occasionally used by the wererat and his minions, but they have not used it now in several weeks. The items of silver in this room are worth a total of 1,750 gold pieces and weigh 200 coins.

If the party gathers this treasure and loads it into their packs, one of them (chosen at random) comes across a small silver bell—it remains untarnished and is magnificently crafted. Clearly this is a magical item. When the player rings this bell, it will cause a fine meal to spring into being. The food will be exactly as desired by the character who rang the bell, reflecting his or her own personal tastes and desires.

Thereafter, in order to use the bell, a character must state the food desired and then ring the instrument vigorously. When the last note of the bell's chime fades away, the meal appears before him or her. The food appears in containers suitable to its nature (soup in a bowl, tea in a cup, and so on), but the dishes all vanish after the food is consumed. If the meal is not eaten within a half hour, it

fades away. The bell may be rung any number of times, but it will only produce food three times per day.

During the course of this adventure, anyone ringing the bell risks drawing the attention of the ratlings that live in the keep. When the bell is rung, roll 1d6. On a 6, 1d4 ratlings attack the characters.

Ratlings (1-4): AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4; Save as Normal Man; ML 9; AL C; XP 10; Treasure 2d6 gp.

Room 6: Tower

This is the base of a square stone tower. The upper floors have been torn out as if blown away by some great wind, and the area is open to the cold sky above. The floor is littered with rocks of various sizes—debris from the destruction.

Strings of ice that look as though they were jets of water frozen in midair by the sinister winds of this unnatural winter form a sparkling latticework above. As the brisk wind slips across these glistening strands, they seem to hum like the strings of a harp.

This is the lair of a monstrous species of arctic spider known as a *white widow*. Unlike other spiders, it thrives in the cold that hangs over this region. The wererat obtained this particular spider from a traveling merchant when the spider was very young. He keeps the spider as a pet, using it to keep prisoners secure until he wants them. The first party of adventurers to come to the keep was thrown to the spider after they were captured by the ratlings; the characters are now kept in the cell adjacent to the wizard's lab (Rooms 16 and 15, respectively).

White widow (1): AC 6; HD 3; hp 15; MV 120' (40'); #AT 1; THAC0 17; Dmg 2d4 + cryotoxin; Save as Normal Man; ML 10; AL N; XP 65; Treasure (see below).

The white widow's web is not used to trap prey. Rather, it is designed to whistle in the wind (as it does here), thereby emitting a magical sound. Anyone who hears the web's humming must save vs. spells or be lulled into a state of lethargy. Those who have been lulled and who can still hear the music of the web move at half speed and attack with a -2 on their hit rolls. The web is quite fragile, however, and any attack upon it that hits will shatter it and free those under its spell. The web is AC 9.

The white widow's bite injects an unusual toxin that

lowers the body temperature of those she successfully attacks. Anyone bitten by the white widow must make a saving throw vs. poison or be instantly frozen solid. The frozen characters are still alive, although no physical examination will reveal this to the characters and they might easily be mistaken for dead. The white widow keeps frozen prey around, which she thaws out when she is hungry.

If the characters slay the spider, they find a total of 130 gold pieces scattered about the spider's lair (loose coins lost by previous victims of the spider). Searching and collecting the money will take some time (6 turns), and there is a chance that the ratlings will notice the characters exploring the room. Roll a 1 in 6 chance each turn for 1d4 ratlings to find and attack the adventurers.

Ratlings (1-4): AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4; Save as Normal Man; ML 9; AL C; XP 10; Treasure 2d6 gp.

Room 7: Kitchen

This area is an old kitchen. The walls and ceiling are coated with soot and the floor scattered with ash, looking almost like black snow. Two large tables, obviously used for food preparation since their surfaces are cut, stained, and marked from years of use, occupy the room. A large iron stove in this room is host to a small fire. While it does little to drive off the cold that pervades this place, it does make the room less bitter.

Standing at one of the tables is a pair of horrid creatures. Each is as tall as a man but is covered in coarse white fur. As you enter they turn away from the animal they are butchering and let out a hiss of alarm. With horror, you realize they have the faces of foul rats! Raising their meat cleavers high, they charge at you.

These foul beasts are *ratlings*—twisted and evil minions of the wererat who rules this place now. They will kill the adventurers to protect their master, whatever the cost.

Ratlings (1-4): AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4; Save as Normal Man; ML 9; AL C; XP 10; Treasure 2d6 gp.

If the ratlings are defeated the characters may search the kitchen. They will find a variety of utensils and cutlery but nothing more dangerous than the cleavers wielded by the ratlings. However, the DM should use good judgment when responding to reasonable requests from

the players about searches for specific items (a pepper mill or fork, for example). Most common kitchen items can be found in the room, although they will have suffered from years of neglect and recent abuse by the ratlings. Nothing found in the kitchen is worth more than 10 silver pieces.

Room 8: Tomb

This dark chamber is clearly a tomb. The stone walls are covered with frost, and the air is even colder than it was outside. Four broken pine coffins rest atop stone slabs along one wall of the room. As you look around, a sudden gust of frigid air claws through your clothes. Your eyes make out more of the room, but then the hairs on the back of your neck stand on end: dark shapes are rising from the caskets.

The dark figures are the undead remains of Barrik's four apprentices. They remain faithful to their old master and will attempt to destroy any intruders exploring his keep. Three of them are common zombies and will attack the party on sight. The fourth is more dangerous, for it is a ghoul.

The ratlings know that these undead horrors will attack any creature entering the tomb, so they avoid this room at all costs. Thus, there is treasure in here that no one knows about. Also, should the adventurers slay the monsters and survive the encounter, this room would prove a safe area for resting.

Zombies (3): AC 8; HD 2; hp 8 each; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d8; Save as Fighter; 1; ML 12; AL C; XP 20; Treasure (see below).

Ghoul (1): AC 6; HD 2; hp 40; MV 90' (30'); #AT 3; THAC0 18; Dmg 1d3/1d3/1d3 + paralysis; Save as Fighter; 2; ML 9; AL C; XP 25; Treasure (see below).

Anyone hit by the ghoul must make a saving throw vs. paralysis or be unable to move for 2d4 turns. Elves are immune to this special attack and need not make a saving throw.

If the zombies and their master are defeated, the party can search the room. Careful examination reveals that the four coffins have false bottoms. Each compartment is trapped as described below; a thief, however, can attempt to disarm each trap, with successful attempts allowing the caskets to be opened safely. Regardless of which order the

coffins are opened (that is, left to right, right to left, or at random), reveal the contents in the following sequence.

The first coffin explored is rigged with a poisonous gas cloud that is released upon opening the secret compartment. This cloud fills the entire room, but it has no effect on the player characters at all. Instead, it causes the monsters recently defeated to rise and attack the characters anew. The monsters are again at their full starting hit points. Once the monsters are slain a second time, they will not become animate again. Inside this compartment is a randomly generated magical item or an item of the DM's choosing.

The second coffin is protected by a poisoned needle that snaps out to prick the finger of anyone who opens the false bottom. Once injected with the toxin on the needle, the character will begin to feel drowsy. If he fails a saving throw vs. poison, he dies in 1d6 rounds unless some manner of healing magic is used on him. Because this is an old poison and therefore quite weak, any healing spell (even those that do not normally affect poison) will work. If the save is made, the character is paralyzed for 2d4 turns instead. Inside the cache is a pouch containing 100 silver coins and a silver dagger (worth 50 gold pieces).

The third coffin has been trapped with two small vials of liquid that explode upon mixing. Opening the secret compartment dumps the vials into a bowl, resulting in

detonation. This explosion is treated just as if a 3rd-level *fireball* spell had gone off in the room. Thus, everyone in the room suffers 3d6 points of damage, but a save vs. spells gives only half damage. The explosion destroys the treasure in the casket, but if the trap is discovered and defused, a scroll with three *cure light wounds* spells will be found.

The fourth coffin is designed so that anyone who opens the false bottom is sprayed with green slime. (Green slime is fully described in the "Monsters" section of the D&D® *Rule Book*, but its statistics are reprinted below for ease of reference.) Within the compartment are a magical *sword* +1 and a *shield* +1.

Green slime (1): AC (can always be hit); HD 2; hp 6; MV 3' (1'); #AT 1; THAC0 special; Dmg special; Save as Fighter: 1; ML 12; AL N; XP 30; Treasure nil.

Room 9: Antechamber

This room is empty and cold. A long, narrow crack in one wall allows the frigid wind to break into the keep here. The floor, walls, and ceiling are lined with frost, and every breath you exhale curls away from your face in a rolling cloud of fog.

There is nothing unusual in this room.

Room 10: Larder

This area is dominated by a large storage rack that runs the entire length of the room. Smoked meats and preserved foods are stacked haphazardly on the shelves, many showing signs of mold and rot. Although the cold seems to have kept flies and the like from infesting the area, small beetles and centipedes crawl on the foodstuff.

A pair of stout barrels stand against the wall opposite the shelf. They are unmarked, but one of them seems to be slowly leaking a clear liquid onto the floor. A cabinet filled with an assortment of worthless, dented pots and pans leans against the wall, looking as if it might collapse at any moment.

If the characters do not explore this room closely, they can leave it safely. While there is a hazard here (in the form of several giant centipedes), the party will not encounter it if they do not search the foodstuff.

If the characters search the room, they will upset the



giant centipedes lurking in the preserved food. There is one centipede here for each member of the party, and as soon as one is aroused they will all swarm to attack.

Giant centipedes: AC 9; HD 1½; hp 2 each; MV 60' (20'); #AT 1; THAC0 19; Dmg nil (poison); Save as Normal Man; ML 7; AL N; XP 6; Treasure nil.

If anyone is bitten by a centipede, he or she must make a save vs. poison. Those who fail their saves are sick for 10 days and move at half speed during this time. For the purpose of this adventure, those afflicted can attack at a -4 while under the effect of the toxin. Additional bites extend the duration of the illness but not the severity of the penalty.

If the centipedes are defeated, the characters can find up to one week's worth of edible preserved rations from the larder. While this food is not of excellent quality (it was made by rats, after all), it will keep the characters alive and fed.

Room 11: Wine Cellar

The first thing you notice in this room is the ornate wooden rack secured to one wall. An assortment of cracked wine bottles litters its many compartments, and the floor is covered with shards of broken glass. A dozen or so rats vanish into the cracks in the walls with squeals of protest at your intrusion.

Exploring the room reveals little of value. There are rats everywhere, and the remaining bottles of wine are ruined, the contents having turned to vinegar long ago.

If the PCs opt to rest in this room they will be fairly safe. As awful as this place is with the broken glass and rats, it is safe enough for the characters to rest and recover expended spells and lost hit points. For every hour that passes, however, there is a 1 in 6 chance that 1d4 ratlings will discover the PCs' hiding place and attack.

Ratlings (1-4): AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4; Save as Normal Man; ML 9; AL C; XP 10; Treasure 2d6 gp.

Room 12: Ballroom

This room, once an elegant ballroom, is now filled with garbage and debris. Two exquisite chandeliers still hang from the ceiling, but they are the only trace of

dignity left. The air is thick with the foul odor of rotting food. Despite the chill, insects buzz to and fro—battered from their feast of filth. The floor is slick with slime and rats scurry amid the piles of refuse.

This room serves two purposes for the wererat who dwells in the keep. First, it is a dumping ground for all of his refuse. Second, it is a good defense against intruders because, in addition to the less harmful pests in the room (rats and flies), there is a gelatinous cube oozing around.

Normally the gelatinous cube survives by eating whatever's edible in the garbage, but when something more tasty comes along (like the heroes!), it attacks with wicked glee. Because it blends in so well with the filth and muck in this room, it will surprise the party on a roll of 1-4 on 1d6.

Gelatinous cube (1): AC 8; HD 4; hp 20; MV 60' (20'); #AT 1; THAC0 16; Dmg 2d4 + paralysis; Save as Fighter; 2; ML 12; AL N; XP 125; Treasure (see below).

Anyone hit by the cube's attack must make a saving throw vs. paralysis or be unable to move for 2d4 turns. Once paralyzed, a victim is unable to defend him- or herself and the cube need not make another attack roll to inflict more damage.

The cube is not harmed by cold or lightning, but it is vulnerable to fire and conventional attacks with weapons.

Once the cube is slain, the party may search the room for treasure. This will take quite a while, and additional attacks from wandering monsters drawn by the sound of fighting may occur.

For *each* character, roll percentile dice and consult the following table for *each* round spent searching for the cube's treasure.

Roll

1d100

Result

1-5	The character finds a magical item (roll randomly to determine type). This result may only come up once per character; ignore subsequent rolls if they indicate additional magical items.
6-25	The character finds 1d10 × 10 gold coins scattered among the debris.
26-50	The character is attacked by giant rats! On a roll of 1 or 2 on a 1d6, the rats <i>surprise</i> the hero. (See statistics on the following page.)
51-100	Nothing unusual is discovered.

Giant rats (4): AC 7; HD 1/2; hp 2 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d3; Save as Normal Man; ML 8; AL N; XP 5; Treasure nil.

Room 13: Barrik's Chambers

The floor of this room is littered with bones. Most of them are clearly those of small animals, but a few bones appear to be those of humans or demihumans. As you look about, a number of rats scurry for shelter.

A large bed, broken and uncomfortable-looking, rises from the litter. The bed is covered with oily, tattered blankets that look unsuitable for use even as rags. A battered desk and a decrepit chair grace the room.

When the wererat took over the ruin, he made this room his lair. The bones are those of his past victims, many of whom he gruesomely ate. Although he is not here at the time the adventurers explore the room, his pet spitting beetle is.

Spitting beetle (1): AC 7; HD 1; hp 8; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d4 + spit acid; Save as Normal Man; ML 9; AL N; XP 13; Treasure nil.

The spitting beetle is about 1 foot long and dark gray. It has two eyes that glow pale yellow in the dark. When the party enters the room, it is hiding under the bed. If a member of the party looks beneath the bed, the beetle spits a stream of acid onto the character's face—inflicting 1d4 points of damage and permanently reducing his or her Charisma by one point.

The beetle will attack in this same manner for each round that the party remains in the room. If no one looks under the bed, there is only a 2 in 6 chance that the beetle will get a clear shot at someone. If it is attacked while it lurks under the bed, only pointed thrusting weapons can be used (a spear or sword, for example) and then only with a -4 penalty to the attack roll. If the bed is removed or destroyed in some way, the beetle can be attacked normally.

Searching the desk reveals a small strongbox. If a *detect magic* spell is cast upon it, the chest will radiate powerful magic, for Barrik wove a spell over the box that sealed it for all time. The only way to open the chest is with the blue crystal key from the library (Room 4).

If the characters have the key, they can open the chest. The key placed in the lock will cancel the spell with a brilliant flash of light, melting the key and causing the

lid of the chest to pop open slightly.

If the characters don't have the key, nothing they can do will open the chest. Any attempt they make to destroy it or break it open will likewise fail—Barrik's magic is simply too powerful for the likes of these player characters.

Inside the strongbox are three magical items: a *dagger +1*, *wand of magic detection*, and *bag of holding*. In addition, there are a pouch of gems (five stones, each worth 3d6 × 10 gold pieces) and a small wooden box with 500 gold coins in it.

Room 14: Storage

This room is stacked with large boxes and crates. Many of the lower ones have broken from the weight of those on top, resulting in a jumbled pile of collapsed containers and fragments of wood. The rotting wood gives off a stale odor of mildew and decay. Most of the broken boxes seem to have been empty when they collapsed or perhaps have had their contents removed over the years.

These boxes once contained the items Barrik used in his spell research. Over the years, their contents have rotted away, been looted by the ratlings, or even escaped. Thus, there is nothing of interest in this room.

If the characters search the boxes, the DM should take care to describe the strange remnants of the things they find. For example, he or she can say, "Inside the first box are four withered butterfly wings." No explanation for these unusual things should be given—and the stranger the contents the better.

Room 15: Laboratory

This chamber was once used as a laboratory for research into strange and mysterious matters. Two large work benches are covered with the shattered remnants of beakers, burners, and other scientific apparatus. Most of the pieces are solidly frozen to the tables' surface, and icicles dangle from the equipment and along the edge of the counters. A shimmering layer of smooth ice covers the floor—making footing slippery at best.

A large throne rests atop a pedestal in one corner of the room. Both throne and pedestal seem to have been carved from a single block of ice and radiate an aura of cold that affects everything in the room. Set within the ice is the slender shape of a silver sword.

A lanky humanoid figure with the fur and face of a rat reclines on the throne. He holds a crude scepter fashioned from several bones; a crown of similar manufacture sits on his head. When his beady black eyes look upon you, a feeling of revulsion wells up within you and your comrades.

Although this fellow looks just like the ratlings that the party has probably encountered in the rest of the keep, he is actually Keshute, a wererat. Thus, he is much more difficult to fight.

The wererat will not spring into battle but instead will try to converse with the party.

If the party simply attacks the wererat, he will do what he can to defeat the characters. His first action will be to blow a loud silver whistle that summons 1d4 ratlings to aid him. These ratlings appear at a rate of one per round, entering through the door to Room 14.

Keshute the Wererat: AC 5; HD 3; hp 18; MV 120' (40'); #AT 1; THAC0 17; Dmg 1d4 (bite) or 1d8 (scepter); Save as Fighter: 3; ML 8; AL C; XP 50; Treasure (see below).

Ratlings (1-4): AC 7; HD 1; hp 4 each; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4; Save as Normal Man; ML 9; AL C; XP 10; Treasure 2d6 gp.

If the party speaks with the wererat, conversation will reveal that his name is Keshute and that he came to this land two years ago. He brought his subjects, the ratlings, with him from a distant land (he will say no more than that) and decided to take over this ruin when he found it.

Shortly after his takeover, he was discovered by a pair of hunters who escaped the ratlings. Apparently, the hunters sent a band of adventurers back to destroy him. His ratlings attacked the adventurers and defeated them (if pressed, Keshute claims that the adventurers are dead, although this is not true).

One of the adventurers wielded a sword that froze whatever it touched. Using a number of enchanted objects found in the ruins of Barrik's laboratory, Keshute created the frozen throne and encased the sword inside the ice, with the unexpected bonus of plunging the entire region into eternal winter. He now plans to drive out the human settlers in Torlynn and claim the entire valley as his own.

Keshute's conversation with the characters is just a

ploy. It has given his ratlings time to gather in the store-room (Room 14). As soon as he has finished his story, he leaps to the attack. At the same time, four ratlings burst into the room and attack the party from behind.

In combat Keshute attacks with his savage bite. Any human character who loses more than half of his or her hit points while in battle with Keshute will become a wererat in 2d12 days unless cured by a high-level cleric. Demi-humans so afflicted and not cured will die instead of becoming a wererat.

Keshute wears a bone crown that bestows an *aura of protection* on him (giving him an Armor Class of 5 instead of the typical AC 7 for wererats). Keshute can also use his bone scepter instead of making a biting attack. This magical weapon inflicts 1d8 points of damage and delivers a powerful shock. Anyone hit by the scepter must save vs. paralysis or be unable to move during the next combat round.

If Keshute is hit by wolfsbane, he must roll a successful saving throw vs. poison or run away in fear. (The sprig of wolfsbane must be swung or thrown as a weapon using normal combat procedures.)

If Keshute is defeated, the heroes may take his crown and scepter. As soon as Keshute falls, ratlings left in the room will flee in fear. In addition to the crown and scepter, Keshute has a coin pouch containing 10 platinum pieces in it.

Retrieving the sword from the throne will be difficult. No attempt to melt the ice will succeed, for the aura of cold that pervades this room instantly prevents the ice from liquefying. Further, the mystical ice is as hard as steel and cannot be broken or chipped away. In fact, anything that the players attempt to do at this point will fail. Only the elven characters in the cell next door (Room 16) can recover the sword.

Room 16: Cell ♡

This cell is strewn with the bones of animals and men. Four stout metal rings are set into the stone walls, with a sturdy chain looped through each ring. The chains end in manacles fastened around the legs of four elves. The elves were frozen after having been chained up, for each is encased in a sheath of ice some 2 inches thick. Sadly, they appear dead. Based on the fact that the elves are wearing armor and carrying traveling gear much like your own, it seems logical to assume that these are the first adventurers sent to the keep by the burgomaster.



These are, in fact, the adventurers who preceded the player characters. Although they certainly appear dead, they are still alive. In addition, any PCs who were frozen by the white widow in Room 6 and left for dead by the party will be here. Any large source of heat, whether a campfire or magical spell, can be used to melt the ice encasing the frozen adventurers, thus bringing them back to life. Reviving the characters here will take about half an hour per individual, during which time the heat must be maintained.

Once the elves are freed from their icy shackles, they are very weak and need help just to walk about. The leader of the elves, Elladin Silvercrest, expresses gratitude for their rescue. He explains that he and his company were ambushed and captured by the ratlings. For a while they remained imprisoned in the cell, plotting their escape. But then, one by one, they were sent to fight the white widow; alone each fell to its venomous bite. They know nothing more, for each was comatose while frozen.

When Elladin is told of the curse and the sword frozen in the ice, he asks to be carried to the throne. (He will be too weak to walk that far.) The sword is his, he explains, and has been in his family for hundreds of years. It will answer his command, no matter what magic Keshute has

woven around it. Because this is his sword and an heirloom, he will not accept any request that it be handed over to the players for their rescue of the elves. While he is quite grateful, such a price is unthinkable and only a savage (in Elladin's mind) would expect so great a reward. The other elves, of course, will agree with him.

When Elladin is brought before the icy throne, he holds out his hand to the sword and commands it to come to him. After a moment of stillness, cracks form in the surface of the throne and a cry of agony seems to issue from the ice. Suddenly the sword bursts free from the frozen throne and flies through the air into Elladin's hand. In his weakened condition, the elf cannot support the weight of the weapon, and he collapses to the floor, holding the sword in his hands.

As soon as Elladin has recovered the sword, the ice throne shifts and runs like water, though it remains frozen. Slowly the hideous *ice golem*, for such it is, assumes a humanoid shape and rises up with a cry of anger and pain. Lumbering forward, it attacks the party. The elves are all unable to help fight the monster, being too weak, so the player characters are on their own. If anyone tries to use Elladin's sword, the weapon constantly slips from his or her fingers, making the sword useless in combat.

Ice golem: AC 3; HD 3; hp 45; MV 60' (20');
#AT 1; THAC0 17; Dmg 1d8; Save as Fighter: 3;
ML 12; AL N; XP 50; Treasure nil.

Anyone hit by the ice golem must make a saving throw vs. paralysis or be affected by the creature's aura of cold. Anyone who fails this save will find his Dexterity reduced by one point due to the shivering and trembling that sweeps through his body. Each subsequent failed save results in an additional Dexterity reduction that may, because of the lowered ability score, reduce a character's armor class or attack roll with missile weapons and the like. The only way to reverse this chilling curse is through a *resist cold* spell. Each such spell cast restores one lost point of Dexterity. Only magic of this nature can restore the lost Dexterity points—time does nothing.

If the ice golem is defeated, the curse on the valley is lifted. Over the next several days, the ice around the keep melts and the weather returns to normal. The characters are in for a hero's welcome when they return with the elves to Torlynn.

Congratulations! The adventurers have survived the terror of Barrik's Keep, and now they can return to the village of Torlynn. Wonderful things await the characters there.

The People of Torlynn

When the characters return to Torlynn after overcoming Keshute and lifting the curse from the valley, they are met with a throng of cheering townsfolk. Everywhere they go, someone wants to shake their hand, buy them a drink, present them with a gift, or (for those who have high Charisma scores) reward them with kisses.

Eventually, the burgomaster has a chance to personally greet the heroes.

"My good friends!" the burgomaster cries upon seeing your party. "It is so good to see you again! I had feared you would all be killed by those monsters and that our town would be lost! I cannot tell you how happy I am to be proven wrong.

"Whatever happens, brave heroes, you will always have a home in Torlynn—a warm bed, good food and drink, and loyal friends. We will never be able to thank you enough."

Gustovan is sincere about his invitation. The town of Torlynn will quickly return to the charming village it once was, and the characters will be more than welcome to use it as a base from which to adventure.

The Elves

The elves, like the good folk of Torlynn, are delighted the heroes have succeeded in freeing them from Keshute's evil clutches. Obviously, if the player characters had failed, the elven adventurers would have died.

Although the elves are not as overflowing with praise as are the townsfolk, their gratitude nevertheless runs deep. They recognize a debt of honor when they see one. Thus, Elladin will see to it that the adventurers are properly rewarded.

After Elladin and his party are fully recovered (about a week after they return from the keep), he sends a message to the heroes inviting them to a feast in their honor.

The meal is truly fabulous: a gift from the elves to their rescuers. Elladin and the other three elves look much better than they did at the keep.

As the main course is served, Elladin stands and offers the following toast.

"My friends, you have done us a service that we cannot repay. Although the people of Torlynn have shown you their gratitude with parades and celebrations, we elves are a quieter folk. This does not lessen our admiration for you. We drink to your health this evening and to a long friendship!"

After the meal is completed, the elves reward the heroes with a gift of treasure. The DM is free to adjust the value of this gift as needed based on the attitudes of the player characters toward the elves. If they were abusive or made light of the elven defeat, this will be little more than a token. If they were noble in their dealings with the elves, it may be quite generous. Whatever the end decision of the DM, there should be enough treasure in the reward to raise every character to the next level if they have not accumulated enough experience points over the course of this adventure to do so.

After the Adventure

The DM now has several possibilities for future adventures as well as colorful NPCs for campaigns. For example, Burgomaster Gustovan could be developed into a patron who supports the heroes but who also thinks of them as his own personal troubleshooters. Or he could recommend them to friends who are in need of help.

Elladin and his elves are another potential story source for the DM. They can help the heroes in a tight spot, act as a source of information, or even put the adventurers into contact with elven communities that need help. The elves may be inclined to be especially useful if one of the PCs is an elf.



New Monsters

BEETLE, SPITTING

Armor Class:	7
Hit Dice:	1
Move:	60' (20')
Attacks:	1
Damage:	1d4 or spit acid
No. Appearing:	1-4
Save as:	Normal Man
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	13

The spitting beetle is about 1 foot long and dark gray. It has two eyes that glow pale yellow in the dark. In combat, it can bite victims with its dangerous pincers or spit a stream of acid up to 10 feet. Anyone hit by the beetle's spit suffers 1d4 points of damage and permanently loses 1 point of Charisma.

GOLEM, ARMOR

Armor Class:	2
Hit Dice:	4 + 1
Move:	60' (20')
Attacks:	1
Damage:	1d6
No. Appearing:	1
Save as:	Fighter: 4
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	125

Armor golems are magically animated suit armor or plate armor used by wizards as guardians. Like other golems, they cannot be affected by *sleep*, *charm*, or *hold* spells and are immune to all manner of toxins and gases. Unlike other golems, these golems *can* be harmed by nonmagical weapons.

GOLEM, ICE

Armor Class:	3
Hit Dice:	3
Move:	60' (20')
Attacks:	1
Damage:	1d8
No. Appearing:	1
Save as:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	50

An ice golem is a magically animated statue carved from a block of ice. Anyone hit by the ice golem must make a saving

throw vs. paralysis or his Dexterity is reduced by 1 point due to the shivering and trembling that sweeps through his body. Each failed save results in an additional Dexterity reduction. The only way to reverse this effect is with a *resist cold* spell. Each such spell restores 1 lost point of Dexterity. Only magic of this nature can restore the lost points—time does nothing.

RATLING

Armor Class:	7
Hit Dice:	1
Move:	120' (40')
Attacks:	1
Damage:	1d4
No. Appearing:	1-4
Save as:	Normal Man
Morale:	9
Treasure Type:	S (C)
Alignment:	Chaotic
XP Value:	10

Ratlings are vile humanoids that have the fur and facial features of rats. Their tiny black eyes give them infravision, which allows them to see up to 60 feet in dark areas. Ratlings defend themselves with daggers, clubs, and similar weapons or by biting and clawing.

SPIDER, WHITE WIDOW

Armor Class:	6
Hit Dice:	3
Move:	120' (40')
Attacks:	1
Damage:	2d4 + cryotoxin
No. Appearing:	1
Save as:	Fighter: 3
Morale:	10
Treasure Type:	B
Alignment:	Neutral
XP Value:	65

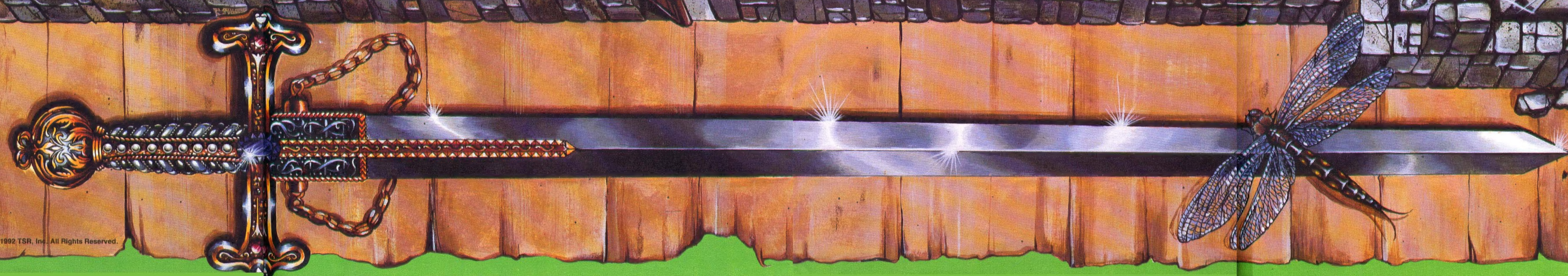
The white widow is a horrible spider that lives in arctic and alpine regions of the world. The white widow's web is designed to whistle in the wind; anyone who hears the websong must save vs. spells or be lulled into a state of lethargy. In this state a character moves at half speed and strikes with a -2 on attack rolls. The web is fragile, however, and any attack upon it that hits will shatter the web and free those who have fallen under its spell. The web is AC 9.

Anyone bitten by the white widow must make a saving throw vs. poison or be instantly frozen solid. Frozen characters are still alive, however, though they might easily be mistaken for dead. The white widow keeps frozen prey around and thaws it out when she is hungry.



Barrik's Keep

Scale: 1 square = 5 feet



Dungeons & Dragons

Official Game Adventure

Quest for the Silver Sword

by William W. Connors

SCANNED BY: JACK D. KNIGHT

Evil magic is afoot!

On what should be the hottest day of the year, snow blankets the tiny village of Torlynn. The winter weather wreaks its havoc week after week, and the people of Torlynn are forced to abandon their homes. Only a few hardy souls remain in the village, one being Burgomaster Gustovan.

So far the burgomaster's plans to save his town have failed, and now he has but one chance left to save his people. Gustovan seeks the aid of a band of young adventurers. If they can uncover the force lurking in the ruins of Barrik's Keep and destroy the cause of the vile curse, all will be well again. If they fail, no one will be left alive in Torlynn to mourn them.

Quest for the Silver Sword is an introductory module designed for use with the new DUNGEONS & DRAGONS® role-playing game. A specially designed Dungeon Master map makes this module easy to referee—even if you've just opened the package! This adventure is suited for a group of four to six characters of 2nd or 3rd level.

Included in this package are a complete 16-page adventure, 16 new color stand-up figures, and a beautiful full-color poster map outlining the dangers of Barrik's Keep.

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